

HUNCHBACK II

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The program runs on the Commodore 64.

LOADING

Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the all leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow; press PLAY on tape. This program will load automatically. When loading is complete follow screen instructions.

PLAYING

Quasimodo must make his way through the five stages of the bell-tower avoiding the bats, arrows, axes, clock-workings, fire-balls and bouncing cannon balls. He must collect all the small bells on each stage in order to continue onto the next, more difficult, stage. By using the ropes, hooks and moving platforms Quasimodo can perform great athletic antics and make swift movement through the bell-tower. On the final stage Quasimodo must ring each of the large bells by pushing the hammers to the top of the bell ropes.

CONTROLS

Quasimodo's movements are controlled by your joystick: UP

LEFT

RIGHT

DOWN

Use FIRE button to make Quasimodo jump and start game.

STATUS and SCORING

On-screen scoring shows number of lives remaining, (indicated by bells). Total score is shown at the end of each game.

Points are awarded for:

- collecting small bell — 50 pts
- ringing big bell — 100 pts
- completing each stage — 1000 pts

At the end of each game, if your score is high enough, you are asked to enter your name in the Hall of Fame. Use your joystick to move the pointer to the letters you require and press the FIRE button to enter each letter. When you have completed your name select END, this will enter your name into the Hall of Fame.

HUNCHBACK II

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PRODUCED BY D.C. WARD

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DALEY THOMPSON'S
DECATHLON



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HIGH NOON



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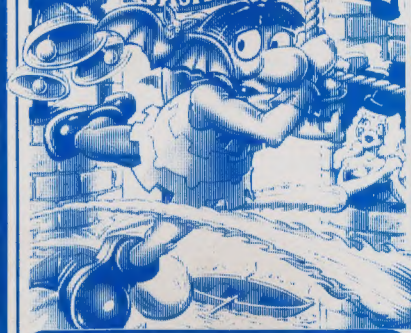
WONG
STRIKES BACK!



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COMMODORE 64

HUNCHBACK
QUASIMODO'S REVENGE



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